

# CS150 - GUI's (Ch. 15)

Note Title

4/16/2012

## Announcements

- HW - due Thursday
- Next HW - may work in pairs  
but only with a new partner

# Graphical User Interfaces

Python has several systems which can be used to build GUI's.

## Examples:

- Tkinter - what cs1graphics is based on
- wx
- PyQt
- PyGTK
- ...

## To use Tkinter

- ① need to import Tkinter module
- ② Create a top level window object to contain our interface
- ③ Build the component in the window
- ④ Connect the GUI components to the application code
- ⑤ Enter the GUI loop

## Step 4

The key difference in this setup

Event driven:

program puts info on screen  
and waits  
user selects & activates

Flow driven: (what we have seen so far)

program runs, puts raw\_input & waits  
user enters info, program resumes

## Compare:

Flow driven: the program is in control, & the user responds

Event driven: the user is in control, & the program responds

(Ch. 15 writes its own event-driven class, but we'll use Tkinter instead to get started.)

Examples:

## Available widgets:

- Label

- Button

- Scrollbar

- Entry

- Frame

- Listbox

- Message

- Text

- Radio Button